Operation Abyss
New Tokyo Legacy

Instruction Manual

Contents

PLAYSTATION®VITA

L button

Screen (touchscreen)

R button

□ button

Directional buttons

△ button

○ button

Left stick

⨯ button

Right stick

SELECT button

START button

*The touchscreen can be used in certain sections of the game.
*This title supports screenshots. A memory card is required to store any screenshots taken.

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Basic Controls

Directional buttons Left stick	Move Cursor/Move
Right stick	Go to next displayed image/Strafe
⊗ button	Select/Examine
◎ button	Cancel/Display Xth memo
△ button	Switch item information display/Open Camp Command
▢ button	Display battle log/Display map screen
L button	Switch subject display screen/Strafe left
R button	Switch subject display screen/Strafe right
START button	Open Help Menu
SELECT button	Inspect character equipment Review Blood Code information in the Blood menu
Screen (touchscreen)	View next message/collect information in facilities Listen to enemy dialogue during combat Control map screen

*Commands highlighted in red can only be performed inside labyrinths.

4

DISPLAY HINT

In-game hints will be displayed on the bottom of the screen. It might contain specific commands, so make sure to check it if you ever need help.

HELP MENU

Return to Title Screen	Return to the title screen.
Control Overview	Display the control descriptions for the currently displayed screen.
Squad Handbook	Provides hints that are useful during gameplay.
Options	Change in-game settings.
Squad Info	Lists your squad information.

CHANGING BLOOD CODES

A registered character's Blood Code can be changed at anytime at CPA Headquarters by accessing "Member Application."

By changing Blood Codes, you can easily change the layout of your squad, but be mindful of the following.

LEVEL AND ABILITIES

Though you can change Blood Codes, each Code has its own corresponding level. Your character's HP and MP will be modified in accordance with the level of their currently equipped Blood Code. Furthermore, skills and spells are exclusive to each Blood Code and cannot be transferred to other Codes.

BOOST POINTS

Boost Points are static and once assigned are shared between all Blood Codes. You will only gain Boost Points when you surpass the highest level achieved with any Blood Code.

SQUAD FORMATION

Your squad consists of 6 members; 3 in the front row and 3 in the back row.

As an example, Warriors should be the front and Wizards should be in the back. Keep the specialties of each Blood Code in mind and place your squad members where they'll be most effective.

Also, it's good to have at least one Academic. Their ability to disable traps, unlock doors, identify items, and support allies are a valuable contribution to any squad.

Status Screen

NAME	Hasashiro Oto		
Nickname	Lode	① ♂ 18 y.o.	STR 15/13 +2
Type	Muscular: M		WIS 7/ 6 +1
Trait	Good: Earnest		SPI 5/
Squad	Abyss Company	②	PHY 17/1 ③
Unity Rating	100 + 0%		SPD 10/ 9 +1
HP	51 / 51		LUK 7/ 7
Damage	Main 23- 29 Sub	④	
Miss Chance	11 Defense 16		Evade 7
LV	1 Kni EXP	⑤	NEXT 400

STATUS

WIZ	0 0 0 0 0 0 0 0
HEAL	0 0 0 0 0 0 0
PSI	0 0 0 0 0 0 0 0
TRAN	0 0 0 0 0 0 0 0

⑥

Commands
- Spell
- Item
- Blood

0051 Lv.1
0038 Lv.1
0045 Lv.1
0038 Lv.1
0044 Lv.1
0039 Lv.1

UNITY
10 00
Use a spell. Use a spell. Use a 100 GP

❶	Basic Information	Basic information about the squad member.	
❷	Squad Information	Squad Name	The name of their affiliated squad.
		Unity Points	The squad member's Unity Skill. Affects the Unity Gauge and stat values. *This will vary depending on each squad member's personality and compatibility.
❸	Stat Values	Stat values are displayed from left to right. [Total value = Base value + stat points from equipment and Blood Code] Unity points can also affect the value of your stats.	
		STR (Strength)	Affects attack power.
		WIS (Wisdom)	Affects WIZ Code potency.
		SPI (Spirit)	Affects HEAL Code potency.
		PHY (Physical)	Affects maximum HP.
		SPD (Speed)	Affects accuracy, evasion, and turn order.
		LUK (Luck)	Affects probability scenarios, such as triggering traps.

4	Combat Strength	HP	Displayed as [Current/Maximum]. If your current points fall to 0, you will enter a critical state.
		Damage	Displayed as [Minimum - Maximum] Affects damage output when attacking.
		Miss Chance	The lower the value, the higher your total accuracy.
		Defense	The higher the value, the less damage you receive.
		Evade Chance	The lower the value, the higher your chance to evade.
5	Blood Information	Lv	The level of the Blood Code.
		EXP	The total amount of experience points received.
		NEXT	The amount of experience points needed to level up.
6	Spell Information		Displays each Spell Code's MP (the number of times it can be used). Each spell type and rank has its own MP value.

About the Level Cap

In this game, your levels are regulated by an enforced "Level Cap." Once your Blood Code reaches the Level Cap, you will stop gaining EXP and your level will not increase. To raise the Level Cap, accomplish your missions and advance the story.

ITEM DATA

❶ Basic Information	An item's level represents its performance output and classification. (If an item's level is higher than the Blood Code's level, you cannot equip it.)	
❷ Basic Performance	Damage	Displayed as |Minimum - Maximum| Affects damage output when attacking.
	Max. Attacks	The maximum number of attack that can be performed at once.
	Miss Chance	The lower the value, the higher your total accuracy.
	Range	The weapon's attack range.
	Defense	The higher the value, the less damage you receive.
	Evade Chance	The lower the value, the higher your chance to evade.
❸ Weapon Types	Two (2-handed)	Cannot equip a shield or support weapon.
	One (1-handed)	Can equip a shield or support weapon.
	Sub (Support Weapon)	Can equip two weapons without any skills.
	Shield	Cannot equip two shields
	*When equipping a bow, equip the bow in one hand and the arrows in the other hand.	
❹ Equipment Regulations	Equipment regulations are based on member personalities and Blood Codes. (White) Able to Equip, (Gray) Unable to Equip, (Red) Able to Equip, but cannot change to other equipment (This condition is known as being "Bugged")	

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

• Use in a well-lit area and keep as far a way as possible from the screen.
• Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
• Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

• Do not touch the game card terminals with your hands or with metal objects.
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- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation

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(2) this device must accept any interference received, including interference that may cause undesired operation

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• However, there is no guarantee that interference will not occur in a particular installation.
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• Reorient or relocate the receiving antenna.

• Increase the separation between the equipment and receiver.

• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• Consult the dealer or an experienced radio/TV technician for help.

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